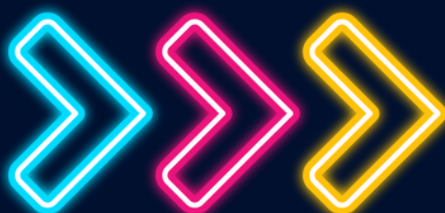




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VIDEO GAMES FOR GOOD

Narrative Design workshop

<https://www.videogames4good.eu>

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YuzuPulse



LogoPsyCom.



materahub

VISAS
IESPĒJAS



Eppas

Duration:	2 weeks (2-3h each)
Age:	20 – 30 years
Group size:	Groups of 4 or individual
Aim:	To enable participants to design meaningful and immersive narratives that drive player engagement and inspire real-world transformation through storytelling techniques and game mechanics.
Objectives:	<ul style="list-style-type: none"> • Creating an engaging story • Testing the story using focus groups
Material needed:	<p>Depending on the testing method:</p> <ul style="list-style-type: none"> • Sticky notes, board, something to display physical or digital images to a small audience • Means of gathering feedback: online (google) form, printed questionnaires...

This workshop explores narrative design techniques to create meaningful and transformative storytelling in video games. Participants will learn to craft linear narratives using the Story Circle, develop character arcs.



Workshop Structure



Week 1: Crafting linear stories

First, explain that stories depict how characters change their beliefs, which is the metaphor for a philosophical conflict: a debate between worldviews.

Participants identify two opposing worldviews: the character's initial belief system (Viewpoint 1) and the opposing belief system they must embrace (Viewpoint 2).

Example: A character initially believes "Might makes right" but must learn that compassion and humility are more powerful.

Participants will then define the key ingredients of their story, including the Lie, Want, Need, and Truth.

Steps:

1. The Lie, the Want and the Ghost (15 minutes):

- Participants identify a harmful belief (The Lie) that drives their character's primary goal (The Want). They acquired this belief due to a past life event: the Ghost.
- Example: A character wants power because they believe strength is the ultimate virtue. They believe so because their father only loved them when they showed strength during their childhood.

2. The Need and the Truth (30 minutes):

- Participants explore what their character truly needs to discover about themselves or the world (The Need).
- They define a new belief or understanding (The Truth) that will help the character change their worldview.
- Example: The character realizes that power corrupts, they need to learn humility and compassion to become whole.

Participants will now use these ingredients to map out their character's journey, from their initial comfort zone to the climax of their transformation.

Steps:

- Initial Comfort Zone and First Plot Point
 - Participants describe their character's initial comfort zone, where their Lie seems effective.
 - They identify a pivotal choice or event (First Plot Point) that propels the character into a new, unfamiliar world.
- Struggle and Glimpses of Truth
 - Participants outline scenes where the character faces consequences for relying on the Lie and begins to see glimpses of the Truth.
 - Example: A mentor guides the character, offering insights that challenge their initial beliefs.
- Midpoint and Embracing the Truth
 - Participants create a metaphorical turning point (Midpoint) where the character experiences a profound realization of the Truth.
 - They map out how the character begins to understand and apply the Truth, despite temptations from the Want.
- Third Plot Point and Climax
 - Participants identify another crucial choice (Third Plot Point) where the character chooses the Need over the Want.
 - They craft a climax where the character fully rejects the Lie and embraces the Truth, using this understanding to overcome the antagonist.

Week 2: Playtesting story

Have participants prepare the playtesting of their story.

They should select the audience among participants that fit their target. To do so, they can present their game design pillars on sticky notes, and people “subscribe” to the playtests they think they are the most interested in.

They pick a testing method or a combination among those presented in our online course (WP2A2 module 2):

- Story Pitch Presentation
- Visual Storyboard
- Narrative Walkthrough
- Interactive Scenario Discussion
- Emotional Mapping
- Comparative Analysis

They must prepare feedback material (questionnaires, sticky notes on a board...) and an outline of the hosting: Introduction, Present the Story, Facilitate Discussion, Collect Feedback, and Conclusion.

Participants can then analyze the feedback, find recurring frustrations or expectations and refine the story. They can then share their findings with participants and thank them for their help.



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